Module Descriptor

Title	Supporting Creativity: Production Documentation.		
Session	2026-2027	**Status**	
Code	FILM08XXX	**SCQF Level**	**SCQF 8**
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business and Creative Industries**		
Module Co-ordinator	TBC		

Summary of Module

This CPD module explores how screen concepts are created, shaped, documented and prepared for pitching. It focuses on developing ideas into clear and compelling project portfolios that support the creative filmmaking process.

Students learn core techniques in early-stage development, including loglines, outlines, treatments, synopses, moodboards, storyboards, shot lists and pitching documents. Students will also learn to use a range of filmmaking software tools that support the creation of high-quality production documentation.

Through workshops and guided tasks, students practice idea testing, refining narrative elements and articulating creative potential. By the end of the module, students will have produced a portfolio of production documentation for an original screen concept to support the pitching process.

Module Delivery Method	**On-Campus[1]**	**Hybrid[2]**	**Online[3]**	**Work -Based Learning[4]**
	☐	☐	☒	☐

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Campuses for Module Delivery	☒ Ayr ☐ Dumfries		☐ Lanarkshire ☐ London ☐ Paisley		☐ Online / Distance Learning ☒ Other (specify) Film City	
Terms for Module Delivery	Term 1	☐	Term 2	☒	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Demonstrate broad knowledge of screen concept development with detailed understanding of selected methods used to shape ideas for film and digital platforms. (KU).
L2	Apply a range of professional development techniques by creating early-stage concept materials (Applied).
L3	Critically analyse the strengths and limitations of concept ideas, using evaluation and synthesis to refine creative t elements (GCS).
L4	Communicate complex concept information through structured documents and pitching materials that meet current screen industry expectations (Communication).
L5	Work with independence and accountability by managing the development of an screen concept from initial idea generation through to a pitch ready form (Autonomy).

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	**SCQF 8** Demonstrate and/or work with an awareness and understanding of some major current issues and specialisms within the screen industry sector.
Practice: Applied Knowledge and Understanding	**SCQF 8** Apply knowledge, skills and understanding in using a range of professional skills, techniques, practices and/or materials associated with the screen industry, a few of which are advanced and/or complex.
Generic Cognitive skills	**SCQF 8** Undertake critical analysis, evaluation and/or synthesis of ideas, concepts, information and issues that are within the common understandings of the screen industry.
Communication, ICT and Numeracy Skills	**SCQF 8** Use a wide range of routine skills and some advanced and specialised skills associated with a subject/discipline/sector, for example: Convey complex information to a range of audiences and for a range of purposes.
Autonomy, Accountability	**SCQF 8** Take the lead on planning in familiar or defined contexts.

and Working with Others	

Prerequisites	**Module Code** N/A	**Module Title** N/A
	Other	
Co-requisites	**Module Code** N/A	**Module Title** N/A

Learning and Teaching	
In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.	
Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Tutorial / Synchronous Support Activity	18
Asynchronous Class Activity	18
Independent Study	164
Please select	
Please select	
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Barnwell, J. (2008) *The fundamentals of film making*. Lausanne, Switzerland: AVA Publishing. Freedman Doyle, B. (2012) *Make your movie: What you need to know about the business and politics of filmmaking* [e-book]. Burlington: Elsevier Science. Gates, R. (1999) *Production management for film and video*. 3rd edn. Oxford: Aslib; Boston: Focal Press. Katz, S.D. (1991) *Film directing: Shot by shot*. Studio City, CA: Michael Wiese Productions. Schenk, S. and Long, B. (2021) *The digital filmmaking handbook*. 7th edn. Los Angeles: Foreing Films Publishing.
(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements
In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are attending and participating in all timetabled programme activities including on-campus and online teaching sessions, asynchronous online learning activities, placement, work-based elements, course-related learning resources, and complete assessments and submit these on time. **For the purposes of this module, academic engagement equates to the following:** Synchronous and asynchronous participation in/with the VLE and tutor feedback .

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.
(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Arts Media**
Overall Assessment Results	☒ **Pass / Fail** ☐ **Graded**
Module Eligible for Compensation	☐ **Yes** ☐ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Arts & Media
Moderator	TBC
External Examiner	TBC
Accreditation Details	Not accredited
Module Appears in CPD catalogue	☒ **Yes** ☐ **No**
Changes / Version Number	V1.1

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Portfolio of Creative Work
Assessment 2
N/A
Assessment 3
N/A
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Creative Output	☒	☒	☒	☒	☒	100%	0

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	0 hours

Change Control

What	When	Who